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EXAMINER
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AUGUSTINE, NICHOLAS

ART UNIT	PAPER NUMBER
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2179

MAIL DATE	DELIVERY MODE
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07/05/2007

PAPER

**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

<b>Office Action Summary</b>	<b>Application No.</b> 10/676,634	<b>Applicant(s)</b> GOMES ET AL.	
	<b>Examiner</b> Nicholas Augustine	<b>Art Unit</b> 2179	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

- 1) ☒ Responsive to communication(s) filed on 12 April 2007.
- 2a) ☒ This action is **FINAL**.                      2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

- 4) ☒ Claim(s) 1-23 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-23 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All    b) ☐ Some \*    c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
  2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

- |  |   |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892)   | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                       | 5) <input type="checkbox"/> Notice of Informal Patent Application                       |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

### DETAILED ACTION

- A. This action is in response to the following communications: Amendment filed 04/12/2007. This action is made **Final**.
- B. Claims 1-23 remains pending.

### *Claim Rejections - 35 USC § 103*

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. This application currently names joint inventors. In considering patentability of the claims under 35 U.S.C. 103(a), the examiner presumes that the subject matter of the various claims was commonly owned at the time any inventions covered therein were made absent any evidence to the contrary. Applicant is advised of the obligation under 37 CFR 1.56 to point out the inventor and invention dates of each claim that was not commonly owned at the time a later invention was made in order for the examiner to consider the applicability of 35 U.S.C. 103(c) and potential 35 U.S.C. 102(e), (f) or (g) prior art under 35 U.S.C. 103(a).

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3. Claims 1 and 18-21 are rejected under 35 U.S.C. 103(a) as being obvious over PerfectXML in view of Michelman et al (US 2002/0075309 A1).

**As to independent claims 1 and 18-21**, Michelman teaches a memory medium and corresponding system and method which stores program instructions implementing a graphical user interface (GUI) for debugging a program, wherein, during execution of the program, the program instructions are executable by a processor to perform (PerfectXML, Page 116, Paragraph 3): displaying source code for the program in a first GUI element (PerfectXML, Fig. 7.3); PerfectXML does not specifically mention that the tool tip accepts user input; however in the same field of endeavor Michelman teaches receiving first user input to the first GUI element indicating an expression in the source code (col.2, lines 66-67 and 1-3; wherein the user places a cursor over an object such that of an expression in a debug application); displaying a value of the expression in a tool tip in response to said first user input (col.4, line 29; displaying information); Michelman teaches receiving second user input to the tool tip modifying the displayed value (col.4, line 31; wherein the user is able to edit, within a tool tip, the information being displayed as a result of cursor placement within in an application that of debugging for example), thereby specifying a new value for the expression (col. 4, line 31; wherein the edited information is new upon user interaction with the tool tip (col.9, line 21-24)); and PerfectXML teaches setting the expression in the program to the new value, wherein the program continues execution in accordance with the new value of the expression (PerfectXML, pg. 108). It would have been obvious to one of ordinary

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skill in the art at the time of the invention to combine the teachings of Michelman into the teachings of PerfectXML, because Michelman whom suggest the use of his invention in any system and method to match any scenario/ application (col.7, line 10 and 25). It is appreciated in the art that Microsoft Visual Studio debugger application as taught by PerfectXML is used to correct expressions and the like using an input means supplemental window pane called the watch window. This watch window updates information and allows the user to interact with the displayed source code, the user can mouse over source code expressions and a tool tip will appear with the values that of displayed and editable in the watch window, the watch window acts as a medium of interaction and therefore would have been obvious to combine the system of Michelman into the system of PerfectXML because the system and method can be modified to address a variety of other scenarios which that of the watch window replacement (col.7 , line 25).

**Note:** that the main inventive idea is that of an editable tool tip which is provided and taught by Michelman whom suggest the use of his invention in any system and method to match any scenario (col.7, line 10 and 25). Those skilled in the art will appreciate that the combination of the two mentioned above references shows that of the main inventive idea being used for the scenario of the product Microsoft Visual Studio Debugger

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6. Claims 1-23 are rejected under 35 U.S.C. 103(a) as being unpatentable over PerfectXML (<http://www.perfectxml.com/nr/aspnetdebug.pdf>) in view of East Tennessee State University ([http://csciwww.etsu.edu/blair/Using\\_Debugger.htm](http://csciwww.etsu.edu/blair/Using_Debugger.htm)).

**Note:** that the references both teach the same debugging environment from the same development software suite Microsoft Visual Studio .NET, but for purposes of discussion both references are listed above where PerfectXML teaches the main concept of using a debugger in Visual Studio.NET and East Tennessee State University (referred to as ETSU herein) discloses with figures when the user hovers over a variable(s) in the source code a tool tip will be displayed within the use of the debugger.

Also some content pertaining to the immediate application is not depicted in these articles because of it's well known presence in the art.

[http://en.wikipedia.org/wiki/Tool\\_tip](http://en.wikipedia.org/wiki/Tool_tip)

[http://en.wikipedia.org/wiki/Visual\\_studio](http://en.wikipedia.org/wiki/Visual_studio)

<http://en.wikipedia.org/wiki/Debugger>

<http://en.wikipedia.org/wiki/Gui>

<http://en.wikipedia.org/wiki/Input>

**As to independent claims 1 and 18-21,** PerfectXML teaches a memory medium and corresponding system and method which stores program instructions implementing a

graphical user interface (GUI) for debugging a program, wherein, during execution of the program, the program instructions are executable by a processor to perform (PerfectXML, Page 116, Paragraph 3): displaying source code for the program in a first GUI element (PerfectXML, Fig. 7.3); PerfectXML teaches receiving second user input **to the tool tip** modifying the displayed value (PerfectXML, pg. 108, par. 3), thereby specifying a new value for the expression (PerfectXML, pg. 108, par. 3); and setting the expression in the program to the new value, wherein the program continues execution in accordance with the new value of the expression (PerfectXML, pg. 108). **Of course those skilled in the art will appreciate that the watch window is accepting user interaction of modifying a displayed expression in the displayed area called a tool tip, this watch window is an editable means "to the tool tip", wherein the tool tip being that of a display area to display information from the watch window.**

PerfectXML does not specifically mention receiving first user input to indicate an expression; displaying a value in a tool tip; wherein the window does not include window title bars or menus; however in the same field of endeavor ETSU teaches receiving first user input to the first GUI element indicating an expression in the source code (ETSU, pg. 7); displaying a value of the expression in a tool tip in response to said first user input (ETSU, pg. 7); wherein the window does not include window title bars or menus (ETSU, page 8); It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because PerfectXML and ETSU disclose a brief introduction of the Microsoft Visual C++ debugger, being that of an introduction not all detailed functionality was disclosed

thus the combination of references was used because the brief introduction of PerfectXML did not specifically mention a feature/ functionality of the Microsoft Visual C++ debugger that ETSU did disclose in detail (page 1 of ETSU). Also the motivation to combine is the presence of the watch window which is disclosed in PerfectXML (figure 7.4) and ETSU (page 9), wherein PerfectXML shows the functionality and touches briefly on what ETSU covers in more detail on the functionality as mentioned above.

**As to claims 2-17 and 22-23, note the discussion above PerfectXML in view of ETSU, with respect to their teaching of the SAME debugging environment from SAME software product (Microsoft Visual Studio .NET).**

As to dependent claim 2, PerfectXML in view of ETSU teaches the memory medium of claim 1, PerfectXML does not specifically mention receiving input however in the same field of endeavor ETSU teaches wherein said receiving first user input to the first GUI element comprises: receiving the first user input from a pointing device (ETSU, page 7 (mouse)). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).



As to dependent claim 3, PerfectXML in view of ETSU teaches the memory medium of claim 2, PerfectXML does not specifically mention a cursor, hovering however in the same field of endeavor ETSU teaches wherein the first user input from a pointing device comprises: a cursor associated with the pointing device hovering over the expression (ETSU, page 7) (Although not depicted in this figure, because of the limitations of the 'print screen' function on a keyboard of a PC. It is known in the art that a cursor is associated with a mouse). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 4, PerfectXML in view of ETSU teaches the memory medium of claim 1, wherein said wherein said receiving first user input to the first GUI element comprises: receiving the first user input from a keyboard. (PerfectXML, pg. 108) (It is inherent to one of ordinary skill in the art that a development software product makes use of user input through means of a combination of a keyboard, mouse, menus, or the like).

As to dependent claim 5, PerfectXML in view of ETSU teaches the memory medium of claim 1, wherein said wherein said receiving first user input to the first GUI element

comprises: receiving the first user input to a menu. (PerfectXML, pg. 108) (It is inherent to one of ordinary skill in the art that a development software product makes use of user input through means of a combination of a keyboard, mouse, menus, or the like).

As to dependent claim 6, PerfectXML in view of ETSU teaches the memory medium of claim 1, PerfectXML does not specifically mention context sensitive however in the same field of endeavor ETSU teaches wherein the tool tip is context sensitive (ETSU, page 7) (It is known in the art that defined variables are context sensitive and since the tool tips context is made up defined variable(s) it as well would be context sensitive). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 7, PerfectXML in view of ETSU teaches the memory medium of claim 6, PerfectXML does not specifically mention a control, type data however in the same field of endeavor ETSU teaches wherein the tool tip comprises a control corresponding to a data type of the expression, and wherein the data type of the expression comprises at least one of:

A string data type; a character data type (ETSU, page 7); a numeric data type (ETSU, page 7); a Boolean data type; and an array data type. (It is recognized and well

practiced in the art that programming makes use of string data type, Boolean data type and array data type. It is apparent by the visual representation of the tool tips depicted in the figures of ETSU that they will display any value assigned to an expression or variables in any typical common format.) It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 8, PerfectXML in view of ETSU teaches the memory medium of claim 6, PerfectXML does not specifically mention format however in the same field of endeavor ETSU teaches wherein the tool tip is operable to display the value of the expression in a specified format; wherein if the expression comprises integer data, the specified format comprises one or more of: decimal (ETSU, page 7); hexadecimal (ETSU, page 7); octal; binary; and ASCII (ETSU, page 7); and wherein if the expression comprises single or double precision, the specified format comprises one or more of floating point; and scientific notation. (It is recognized and well practiced in the art that programming makes use of octal, binary, single or double precision, one or more of floating point numbers and scientific notation, it is apparent by the visual representation of the tool tips depicted in the figures of ETSU that they will display any value assigned to an expression or variables in any typical common format.) It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the

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teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 9, PerfectXML in view of ETSU the memory medium of claim 8, wherein the specified format is specified via a second GUI element in the GUI (PerfectXML, Fig. 7.4, (Type))

As to dependent claim 10, PerfectXML in view of ETSU the memory medium of claim 1, PerfectXML does not specifically mention display portions however in the same field of endeavor ETSU teaches wherein the tool tip comprises: a first portion, operable to display the value of the expression, wherein the first portion is further operable to receive the second user input modifying the value; and a second portion, operable to display non-editable information related to the expression (ETSU, page 7). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 11, PerfectXML in view of ETSU the memory medium of claim 10, PerfectXML does not specifically mention second portion however in the same field of endeavor ETSU teaches wherein the second portion comprises a text indicator, operable to display text (ETSU, page 7). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 12, PerfectXML in view of ETSU the memory medium of claim 10, PerfectXML does not specifically mention first portion however in the same field of endeavor ETSU teaches wherein the first portion is further operable to graphically indicate that the value is editable (ETSU, page 7; it is known in the art that editable fields show a blinking cursor awaiting input, so when the user clicks in the field the flashing cursor is presented). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 13, PerfectXML in view of ETSU the memory medium of claim 1, PerfectXML does not specifically mention wherein expression value however in the

same field of endeavor ETSU teaches the expression comprises a variable (ETSU, page 8). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 14, PerfectXML in view of ETSU the memory medium of claim 1, PerfectXML does not specifically mention wherein syntactic expression however in the same field of endeavor ETSU teaches the expression comprises a syntactic expression comprising one or more of: one or more variables (ETSU, page 8 (nStackTop, nValue, nStackArray)); one or more constants; one or more macros; and one or more operators (ETSU, page 8). (For purposes of lack of description in figures and content of ETSU and PerfectXML, it is well known in the art that an expression will comprise one or more of variables, constants, macros, or operators.) It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 15, PerfectXML in view of ETSU the memory medium of claim 1, PerfectXML does not specifically mention debugging mode however in the same field of

endeavor ETSU teaches wherein the execution of the program is in debugging mode (ETSU, page 1 and 7; (debug controls running the program are depicted in figures). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 16, PerfectXML in view of ETSU the memory medium of claim 1, PerfectXML does not specifically mention instructions to perform function however in the same field of endeavor ETSU teaches wherein the program instructions are further executable to perform; evaluating the expression to determine the value of the expression (ETSU, page 8; (nStackTop = 1 from the expression '++nStackTop')). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 17, PerfectXML in view of ETSU the memory medium of claim 1, wherein the program instructions are further executable to perform: dismissing the tool tip based on one or more of: third user input, indicating dismissal of the tool tip (It is well

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known in the art that when the user takes the mouse away from the object/link (cursor is no longer hovering over) that the tool tip goes away); and lapse of a specified time period (Although not depicted in this article because of its commonness it is well known in the art to have the tool tip dismiss itself with a set time, see Microsoft Windows XP operating system for an example, when the user hovers over a tab in the task bar the tool tip is shown). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 22, PerfectXML does not specifically mention size however in the same field of endeavor ETSU teaches wherein the window is substantially just large enough to display the value of the indicated expression (ETSU, page 8 (nStackTop = 1)). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

As to dependent claim 23, PerfectXML does not specifically mention display in the window however in the same field of endeavor ETSU teaches wherein the window is



further operable to display the indicated expression, and wherein the program instructions are further executable to perform: displaying the indicated expression with the value in the window, wherein the window does not include visible boundaries demarcating the displayed expression and value, wherein the window is substantially just large enough to display the indicated expression and the value of the indicated expression (ETSU, page 8). It would have been obvious to one of ordinary skill in the art at the time of the invention to combine the teachings of ETSU into the teachings of PerfectXML, because they both disclose the debugging environment of the same software application (Microsoft Visual Studio .NET).

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(\*) It is noted that any citation to specific, pages, columns, lines, or figures in the prior art references and any interpretation of the references should not be considered to be limiting in any way. A reference is relevant for all it contains and may be relied upon for all that it would have reasonably suggested to one having ordinary skill in the art. In re Heck, 699 F.2d 1331, 1332-33, 216 USPQ 1038, 1039 (Fed. Cir. 1983) (quoting In re Lemelson, 397 F.2d 1006, 1009, 158 USPQ 275, 277 (CCPA 1968)).

### ***Response to Arguments***

Applicant's arguments filed 04/12/2007 have been fully considered but they are not persuasive.

- Applicant argues that Michelman nowhere mentions or even hints at debugging program (page 2).
- Examiner does not agree. Michelman may not mention a debugging program but does mention that the tool tip can be implemented in various ways (col.7 , line 25). It would have been obvious to one of ordinary skill in the art to recognize that Michelman teaches a tool tip with special functionality for one of which is accepting user input. The fact that this tool tip is to be used in a debugging application is only for intended use. It is well appreciated that this tool tip would work in any graphical user interface application where the user wishes to use the functionality of editing information in the graphical user interface with the means of a tool tip.
- Applicant argues the fact that Michelman does not teach a tool tip and the user only has the option of "dragging" a graphical element.
- Examiner strongly does not agree. The graphical element is indeed a tool tip as outlined by col.3, lines 24-41 and col.4, lines 27-32 and 56-67. Applicant is reminded that specific, pages, columns, lines, or figures in the prior art references and any interpretation of the references should not be considered to be limiting in any way. A reference is relevant for all it contains and may be relied upon for all that it would have reasonably suggested to one having ordinary skill in the art. In re Heck, 699 F.2d 1331, 1332-33, 216 USPQ 1038, 1039 (Fed. Cir. 1983) (quoting In re

Lemelson, 397 F.2d 1006,1009, 158 USPQ 275, 277 (CCPA 1968)).

Therefore Michelman teaches a tool tip for which can accept user input to edit objects on a graphical user interface application.

- Applicant argues that the combined references of PerfectXML and Michelman does not teach receiving second user input to the tool tip modifying the displayed value, thereby specifying a new value for the expression.
- Examiner does not agree, Microsoft Visual Studio debugger application as taught by PerfectXML is used to correct expressions and the like using an input means supplemental window pane called the watch window. This watch window updates information and allows the user to interact with the displayed source code, the user can mouse over source code expressions and a tool tip will appear with the values that of displayed and editable in the watch window, the watch window acts as a medium of interaction and therefore would have been obvious to combine the system of Michelman into the system of PerfectXML because the system and method can be modified to address a variety of other scenarios which that of the watch window replacement. So therefor since Michelman suggest that the tool tip of his invention can be used in any application (various scenarios) one of ordinary skill in the art would see that an input means of Michelman could easily be

combined with an input traditional means of PerfectXML. Wherein PerfectXML teaches the entire application of debugging, accepting user input, modifying expressions, etc. and Michelman only teaches the functionality of accepting user input by means of a tool tip which when placed over a graphical object such as an expression in source code would display the tool tip to accept editable medications from the user.

- Applicant argues the combination of PerfectXML in view of ETSU does not teach the "receiving second user input to the tool tip modifying the displayed value, thereby specifying a new value for the expression."
- Examiner does not agree. Examiner believes that if the applicant actually claimed to an execution step process then this rejection would be withdrawn. The rendering of this claim is so broad that when the user selects an expression a tool tip is displayed. The user can make a modification to the expression in another window and the tool tip is updated, thus the rendering of the board claim makes for the argument the fact that the second user input in the watch window modifying the displayed value which is displayed in a tool tip and modified in the watch window is updated and displayed in the tool tip, thus to the tool tip. The claim does not/ with out a doubt say the user is actually editing a value in the graphical

bounds of a tool tip presented in a first window containing source code and a expression for which the user wants to change the value for.

### ***Conclusion***

**THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the mailing date of this final action.

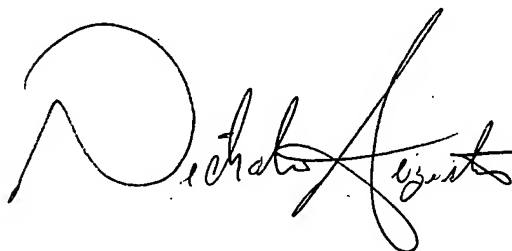
### ***Inquires***

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Any inquiry concerning this communication or earlier communications from the examiner should be directed to Nicholas Augustine whose telephone number is 571-270-1056. The examiner can normally be reached on Monday - Friday: 7:30- 5:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Weilun Lo can be reached on 571-272-4847. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.



Nicholas Augustine  
Examiner  
AU 2179

N. Augustine  
June 25, 2007



WEILUN LO  
SUPERVISORY PATENT EXAMINER